

ABSTRACT

The movement of elements through a region of three dimensional (3D) space is simulated by utilizing a number of two dimensional (2D) grids to define the region of 3D space. Movement information is associated with each grid point of each 2D grid, and changed over a time period. For each element in 3D space, movement information is interpolated from the grid points of a pair of 2D grids that lie on opposite sides of the element. The interpolated movement information is used to advect the elements through the region of 3D space.